

# MIND BENDER

#RIGHT    GIVE??    #WRONG  
 ↑ 1 ↑    ↓ 3 ↓    ↑ 0 ↑  
 RIGHT # WRONG    PLACE

TURN	GUESS	ACTUAL#	DIF.
→ 1 = 9	7 2 6	9 6 7 2	2
2 = 0 1 3 1			1
3 = 2 4 1 3			1
4 = 6 5 7 2			2
* 0 1 2 3 4 5 6 7 8 9			

"Mind Bender" has many features: 1-4 players, handicapping, excellent graphics, sound, individual control for each player, clues to help each player guess his or her number, and many more. Follow these rules and you will soon find yourself once again being entertained by your Bally Arcade. Each player must guess a different four digit number the computer picks, using clues from the screen. The computer will ask you to enter the number of players, 1-4. Next you will be asked to enter the difficulty level for each player, 1-2. Level one allows the computer to choose a four digit number with individual digits from 0 to 4. Level two again allows the computer to choose a four digit number, with individual digit from 0 to 9. An arrow on the left side of the screen will indicate which player's turn it is and also which player's clues are being displayed at the top of the screen. To choose a number each player must have a hand control, then the player who's turn it is just squeezes the trigger when the number he wants light up at the bottom of the screen. Should he wish to keep any digit from the previous guess, squeeze the trigger when the asterisk lights up. After the fourth digit has been chosen the computer will display (for a short time): 1. how many digits are right; 2. how many are wrong; 3. how many are right but in the wrong place. But!!!!..just to make it interesting the computer doesn't tell you which digits belong to what clue, that's for you to find out. If a player wants to give up, he should squeeze his trigger when the "give sign" appears during his turn. His number will be displayed and he will be eliminated from play. The first person to guess their number is the winner. For a replay squeeze trigger #1 when the "game over" sign appears. To enter a different number of players or new difficulty level press the halt key, then "words run - go".

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